

be easily mounted to the liquid crystal display unit by inserting the projection in the hollow without any tool required in case of screwing or the like.

[0020] In the gaming machine according to the present invention, the door may include a frame supporting the liquid crystal display unit through the buffer. The liquid crystal display unit is supported by the frame at a back thereof. The liquid crystal display unit may have at least one projection on an end face thereof. The projection projects in a direction perpendicular to the end face. The buffer covers the projection.

[0021] In this configuration too, the buffer is able to reduce the energy caused by the impact force generated when the door is opened or closed. Consequently, the liquid crystal display unit is not broken easily. Furthermore, the manufacturing error of the liquid crystal display unit or frame is absorbed by the buffer, and the liquid crystal display unit can be thus mounted to the frame.

[0022] In the gaming machine according to the present invention, the frame preferably has a hole in which the buffer is set. When the liquid crystal display unit is set in the frame from the front of the door, the projection covered with the buffer can be guided along the hole of the frame, and thereby the liquid crystal display unit can be easily mounted to the frame.

[0023] The gaming machine according to the present invention may further comprise a second buffer. The transparent member has at least one corner, which can be covered with the second buffer. According to this configuration, impact, vibration, etc. traveling to the transparent member can be weakened by the second buffer.

[0024] In the gaming machine according to the present invention, the frame preferably has a recess in which the liquid crystal display unit held by the buffer is set. According to this configuration, the liquid crystal display unit can be set in the recess, thus being easily mounted to the frame. Further, it is not required to fasten the liquid crystal display unit to the frame by screws or the like.

[0025] In the gaming machine according to the present invention, the door may include a frame supporting the liquid crystal display unit through the buffer. The liquid crystal display unit is supported by the frame at a back thereof. The liquid crystal display unit may have at least one projection on an end face thereof. The projection projects in a direction perpendicular to the end face. The buffer holds the projection.

[0026] According to this configuration, the liquid crystal display unit is mounted to the frame through the buffer holding the projection so that the energy caused by the impact force generated when the door is opened or closed can be reduced by the buffer. Consequently, the liquid crystal display unit is not broken easily.

[0027] In the gaming machine according to the present invention, the frame may include an outer frame and an inner frame which is fixed to the outer frame. The buffer is fixed to the inner frame. According to this configuration, the liquid crystal display unit with the buffer is previously fixed to the inner frame and then the inner frame can be mounted to the outer frame fixed to the cabinet, and thereby the mounting of the liquid crystal display unit is easy. Further,

the frame has a double-framed construction with the inner frame and the outer frame so that the strength of the door against torsion and strain increases.

[0028] In the gaming machine according to the present invention, the door may further include a cover supported by the frame. The cover has an opening at a center thereof, from which the front of the liquid crystal display unit is exposed through the transparent member. A peripheral portion of the liquid crystal display unit is covered by the cover at a front thereof. According to this configuration, the number of parts can be reduced by directly fixing the cover to the frame.

[0029] In the gaming machine according to the present invention, the door may include a frame in which the liquid crystal display unit is set at a back thereof, and a cover supported by the frame. The cover has an opening at a center thereof, from which the display unit is exposed through the transparent member. The liquid crystal display unit has at least one projection on an end face thereof. The projection projects in a direction perpendicular to the end face. The buffer holds the projection. The cover covers the peripheral portion of the liquid crystal display unit and supports the liquid crystal display unit through the buffer.

[0030] In this configuration too, the buffer is able to reduce the energy caused by the impact force generated when the door is opened or closed. Thus, in this gaming machine too, the liquid crystal display unit is not broken easily.

[0031] In the gaming machine according to the present invention, the projection has a holding portion for holding the buffer. The buffer is held by the holding portion. According to this configuration, the buffer can be previously held by the projection of the liquid crystal display unit, thereby being mounted easily to the liquid crystal display unit.

[0032] In the gaming machine according to the present invention, the holding portion may include a cutout provided at a tip of the projection. The buffer includes a groove. The groove is shaped in such a way that the width of part of the buffer is equal to the width of the cutout and the width of the groove corresponds to the thickness of the projection. The holding portion can be set in the groove of the buffer. According to this configuration, the projection can be guided by the groove formed in the buffer, and thereby the buffer can be easily mounted to the projection.

[0033] The gaming machine according to the present invention further comprise a sealing member. The sealing member is in intimate contact with the peripheral portion of the transparent member and the cover. According to this configuration, the gap between the cover and the transparent member can be sealed with the sealing member, and thereby equipment such as the liquid crystal display unit mounted on the door can be protected against foreign matter. The sealing member can exert its waterproof function for example. The sealing member can also exert its buffer function for the transparent member.

[0034] In the gaming machine according to the present invention, the transparent member may be a glass plate or a touch panel. Since the unit price of a glass plate is low, the cost of the component can be cut down. If the transparent member is a touch panel, an input function can be added to the gaming machine.

[0035] In the gaming machine according to the present invention, a plurality of buffers each being identical with the